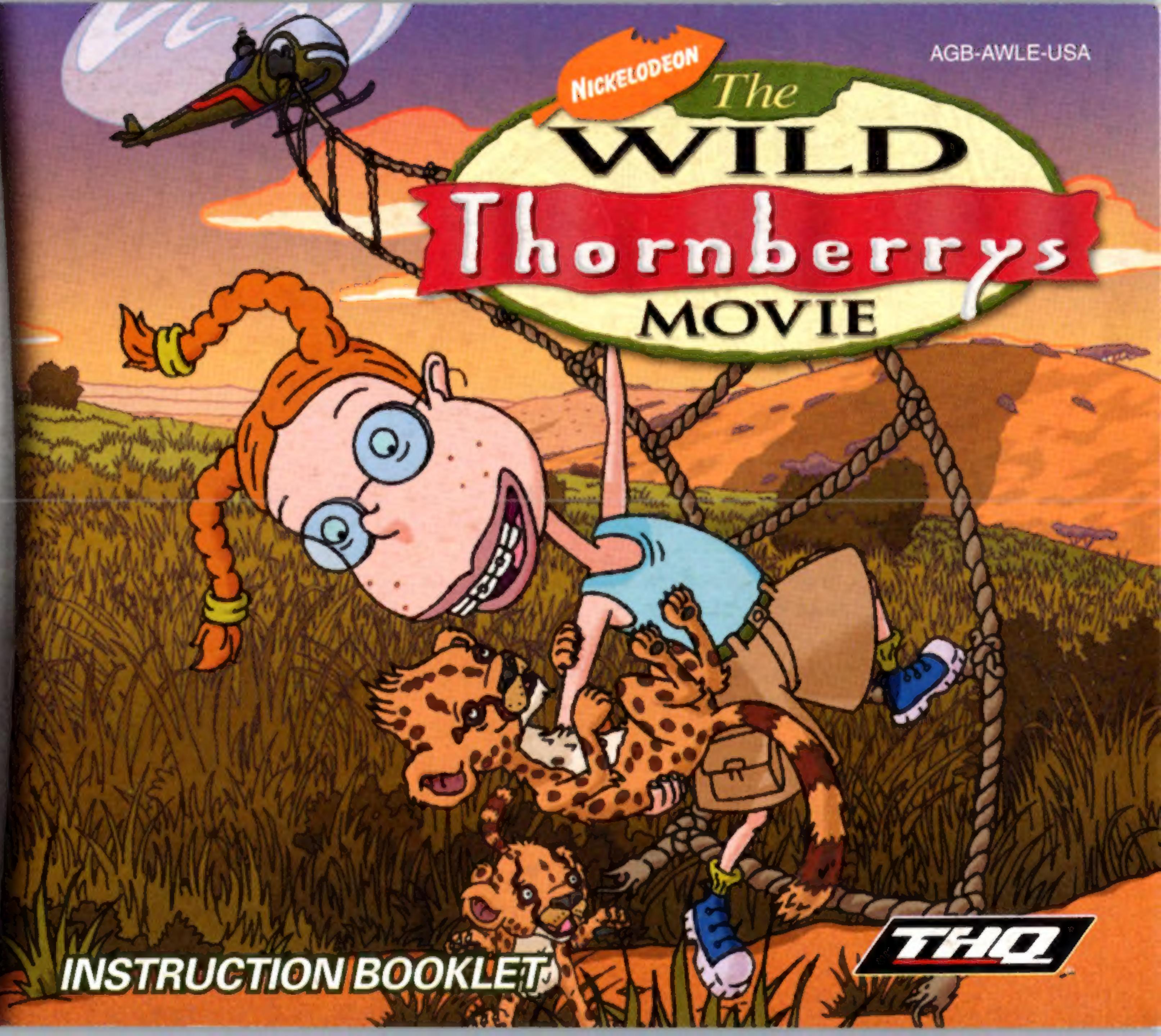


**UNIVERSAL
GAME BOY ADVANCE**



INSTRUCTION BOOKLET

AGB-AWLE-USA

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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INTRODUCTION

"This is me, Eliza Thornberry. Part of your average family. I have a dad, a mom, and a sister. Then there's Donnie ... we found him. And Darwin ... he found us.

Okay, so we're not that average ...

You see, my dad hosts this NATURE show. And my mom shoots it. Oh yeah, about our house ... it moves! Because we travel all over the world!

And, between you and me, something AMAZING happened!"

Join Eliza and her family in an adventure that leads from the wilds of the Serengeti to the streets of London as they try and protect elephants and other animals from illegal poachers!



SET-UP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Wild Thornberrys™ Movie into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

GETTING STARTED

The game begins with Eliza in the middle of a clearing in the jungle. There, she is given several options:

Sound FX Icon (Donnie)

If Eliza walks up to Donnie (who is currently banging a spoon against a plate) and hits the A Button, she can turn the sound effects on or off.



GETTING STARTED

Music Icon (Boko)

By walking up to Boko (who is playing the drums) and hitting the A Button, Eliza can turn the music on or off.

Difficulty Icon (Gorilla)

Walking up to the gorilla, Eliza can use the A Button to select the difficulty. The Game will default to easy with the Gorilla sitting quietly. One press has the Gorilla flexing his muscles to indicate medium. A second press will make the Gorilla beat his chest, indicating hard.

Password Icon (Shaman)

Walking up to the Shaman, Eliza can use the A Button to enter the password screen. Here the user can input any previously awarded password in order to get back to a saved point in the game.

Path 1

Eliza can walk up this path to play the mini-games.

Path 2

Eliza can walk up this path to play the Story Mode.

Path 3

Eliza can walk up this path to play the multi-player games.



WELCOME TO AFRICA!

JOURNEY TO TEMBO VALLEY (STORY MODE)

During a rare solar eclipse, Eliza and her family have traveled to the Serengeti in Africa to film a group of elephants journeying across the plains to Tembo Valley. There, they find these animals, as well as many others, in danger from a group of poachers.

Save the Cheetah Cubs

Eliza is playing with Akela's cheetah cubs when a frightened cub first spots the evil poachers in their helicopter. Eliza must keep the cheetah cubs together and out of the poachers' hands!

Use the A Button to pick up and drop the cubs.

TIP:

At any point during the game, Start will pause the game and access the Options screen where you can toggle Music and Sound Effects on and off or Exit the game.



WELCOME TO AFRICA!

The following powerups can be found on this level:



Reduces your time.



Freezes the helicopter temporarily.



Will speed up the player temporarily.



Restores partial Health to the player.

Rescue Eliza

Trying to rescue a captured cub, Eliza has gotten trapped on the poacher's helicopter. Now, she's barely holding onto a rope ladder hanging beneath the flying chopper.

Pushing the A Button will cause the Commvee to speed up. The B Button will act as a brake. Pressing Up and Down on the Control Pad will help steer.



WELCOME TO AFRICA!

Thankfully, the Commvee is coming to the rescue! If you can get the Commvee under Eliza for just a few seconds, she can drop to safety and get away. The following powerups can be found on this level:



Repairs damage the Commvee has taken.



Speeds up the Commvee temporarily.

Darwin's Dilemma

With their cheetah-poaching scheme foiled, the poachers have now tranquilized a leopard mother and are going after her cubs! Thankfully, Darwin is on hand, defending the baby leopards with a ready supply of pineapples to knock down the climbing poachers.



TIP:
Driving over powerups can repair damage to the Commvee and improve its speed.

TIP:
Try to avoid trees and bushes. These can damage the Commvee and stop you from saving Eliza!



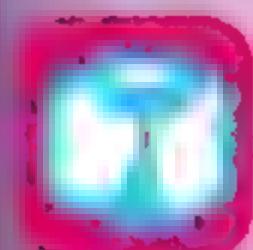
WELCOME TO AFRICA!

Use the A Button to pick up and throw pineapples. Also, you can use the A Button to pick up the baby leopards if they get close to wandering off.

The following powerups can be found on this level:



Reduces your time.



Freezes the climbing poachers temporarily.

TIP!

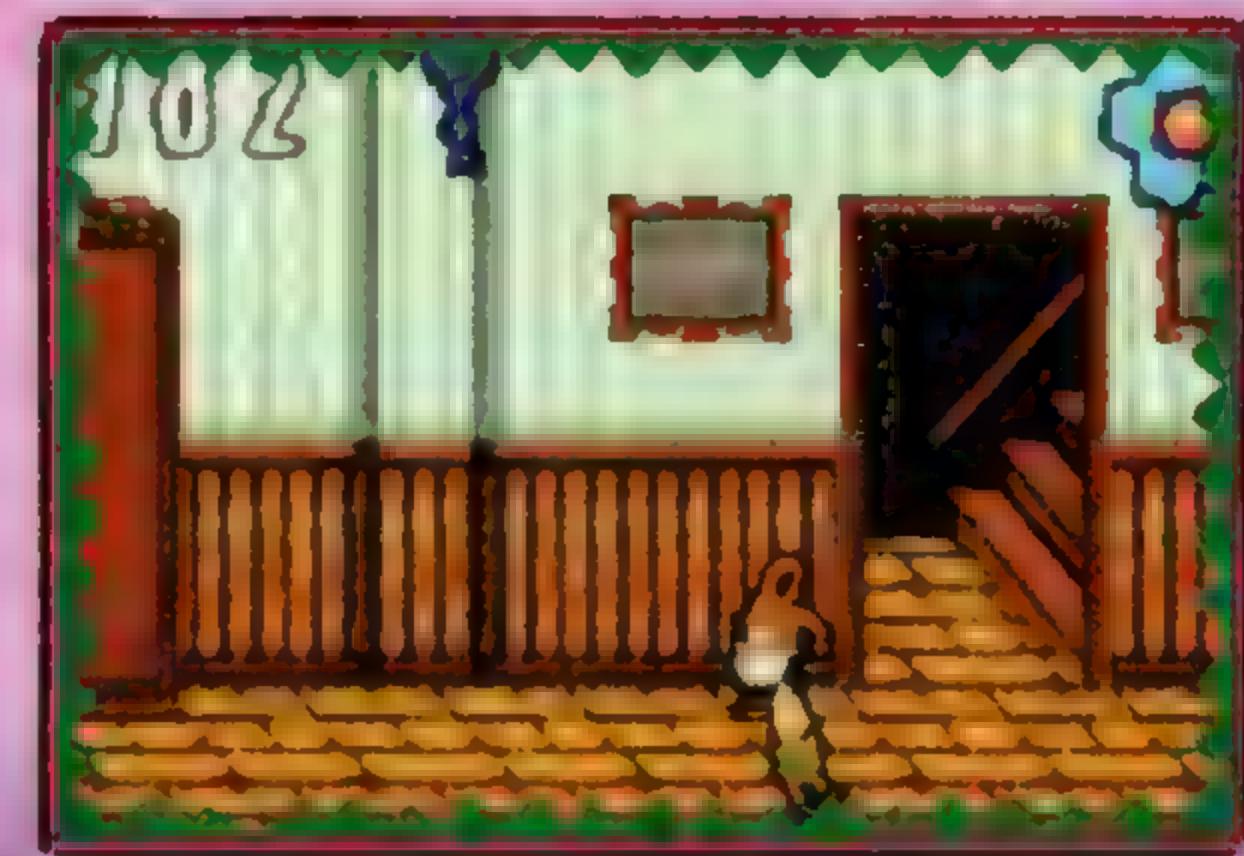
Make sure that you keep track of the baby leopards. If they wander off, poachers may capture them!

The Search for Darwin

Darwin has been locked up in a London boarding school! Eliza must sneak through the school while avoiding security guards to find several keys to open the horse stall where Darwin is being kept.



The A Button lets you open up and hide inside the lockers or behind columns.



WELCOME TO AFRICA!

The following powerups can be found on this level:



Increases your time.



Freezes the guards temporarily.



Restores Eliza's health by one petal.

TIPS

Use columns and lockers to hide from guards who will kick you out of the school if they find you.

Escape From School

Eliza has found Darwin! But now she has to escape from the school. Help Eliza and Darwin make their way through the maze on the school grounds to find a way out.

The following powerups can be found on this level:



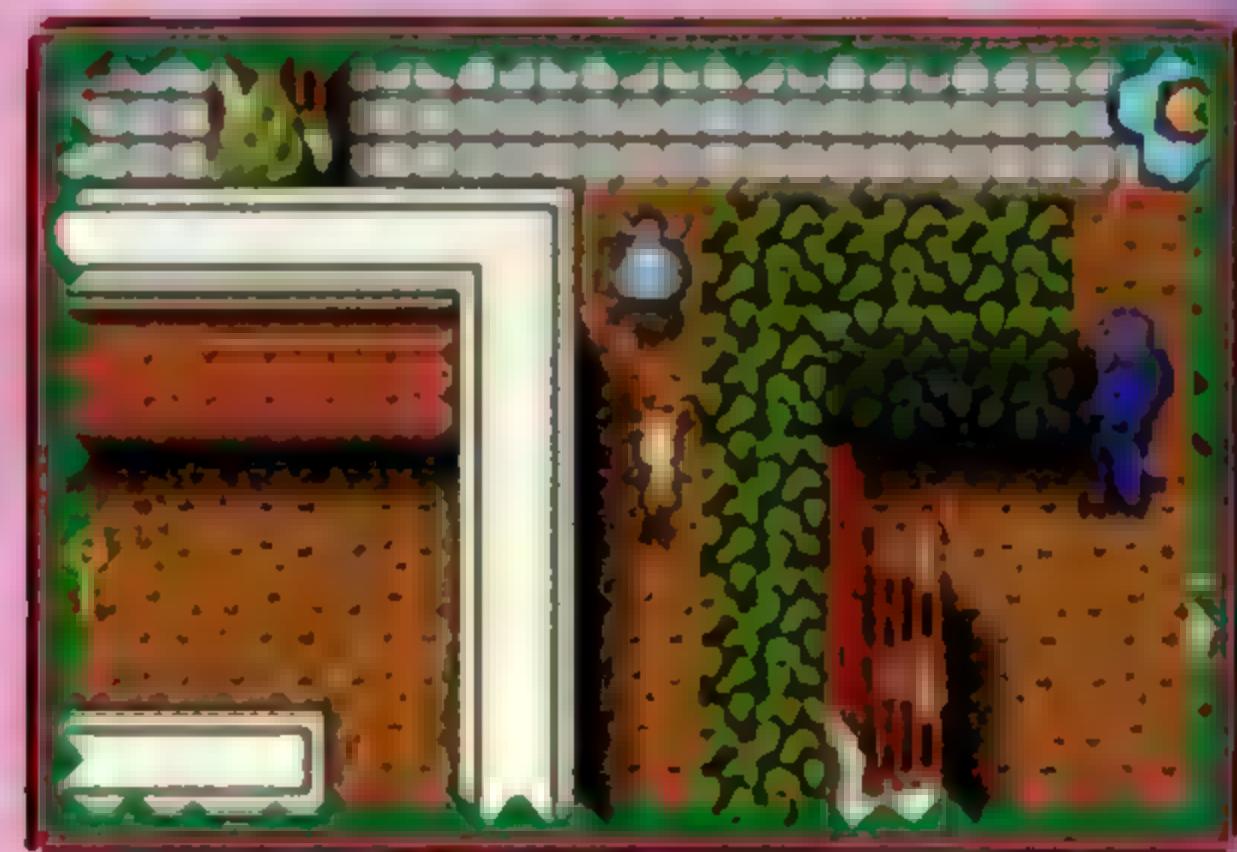
Speeds up Eliza temporarily.



Freezes the guards temporarily.



Restores Eliza's health by one petal.



WELCOME TO AFRICA!

The Great Rhino Rescue

Eliza is on her way back to the Serengeti when, from her train, she sees the poachers hunting some rhinos! Help Eliza get to the baggage car in the front of the train so that she can start grabbing luggage to throw at the poachers and disable their car.

The A Button allows you to pick up and throw luggage.



TIPS

When you go to the baggage car, you will always receive three items at a time to use against the poachers.

TIP

Don't let the conductor see you throwing luggage out the window!

WELCOME TO AFRICA!

Debbie's Wild Ride

Back in the Serengeti, Debbie and Boko need to get to the Thornberrys' camp quickly before it gets dark. Debbie's found the perfect solution to get there in time – a motorbike! Racing through the jungle may seem like fun but it'll take some quick reflexes to get this rickety thing through the jungle in one piece!

Pushing the A Button will cause the bike to speed up. The B Button will act as a brake.

The following powerups can be found on this level:



Will repair damage the CongoCom has taken.



Speeds up the CongoCom temporarily.



TIPS

Remember those powerups! They can be a real life-saver if you're running out of time.



WELCOME TO AFRICA!

Lost in the Jungle

Eliza, Donnie, and Darwin must work their way through the jungle while avoiding the poachers who want to capture them. Unfortunately, the jungle is full of traps that block the way. You'll have to navigate Eliza, Donnie, and Darwin, past these traps to escape.

The following powerups can be found on this level:



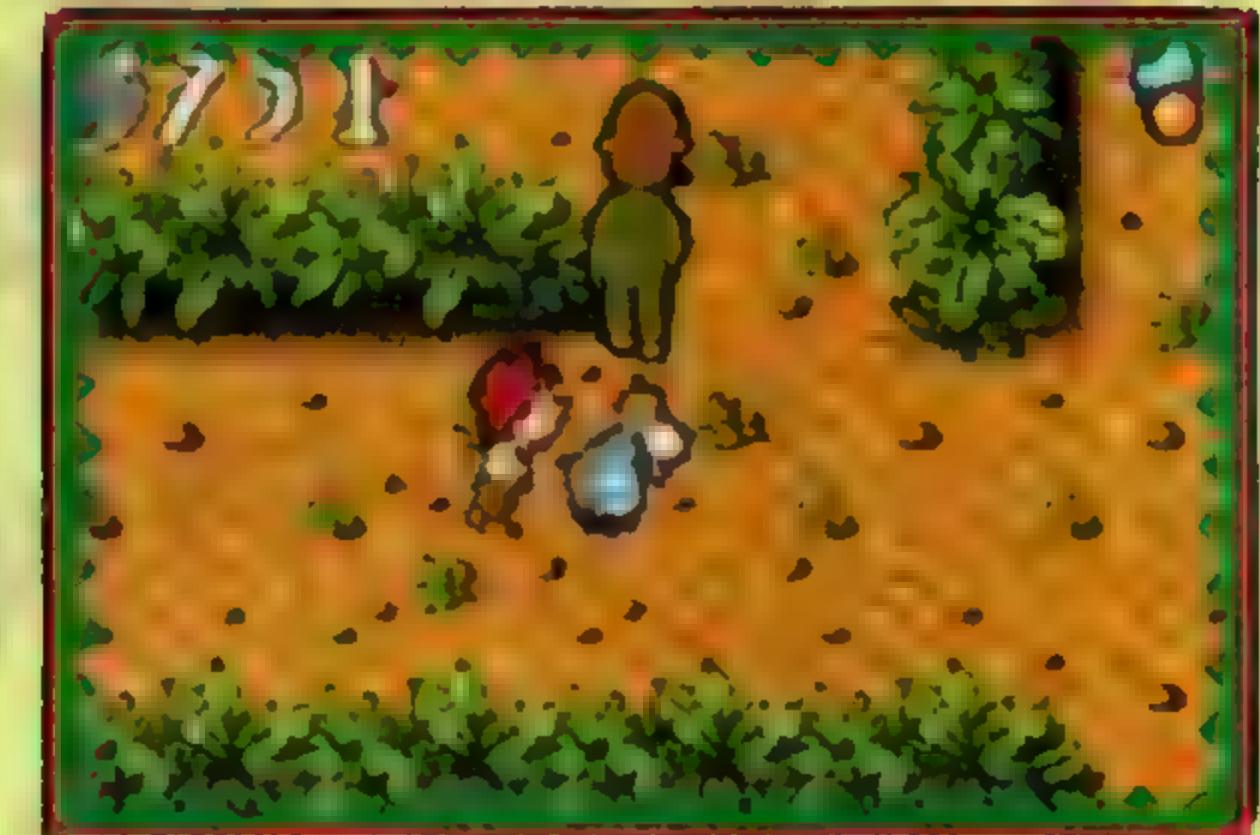
Affects your time.



Freezes the poachers temporarily.



Restores Eliza's health by one petal.



TIP:

There is also a group of power-ups you can collect as you go along. Pay special attention to the bananas, as you will need them to disable traps!



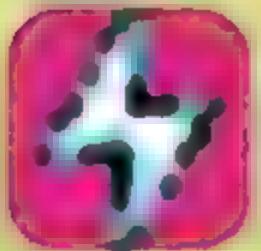
WELCOME TO AFRICA!

After The Storm

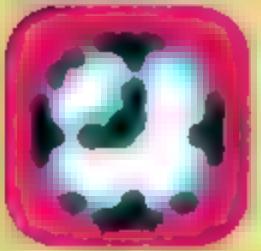
A sudden storm has flooded a nearby river, washing a bunch of animals into its waters. Using Darwin to paddle a raft, help Eliza scoop up the animals from the river and drop them off at the nearest pier.

The L Button and R Button can be used to pick up animals from the river and drop them off at the pier:

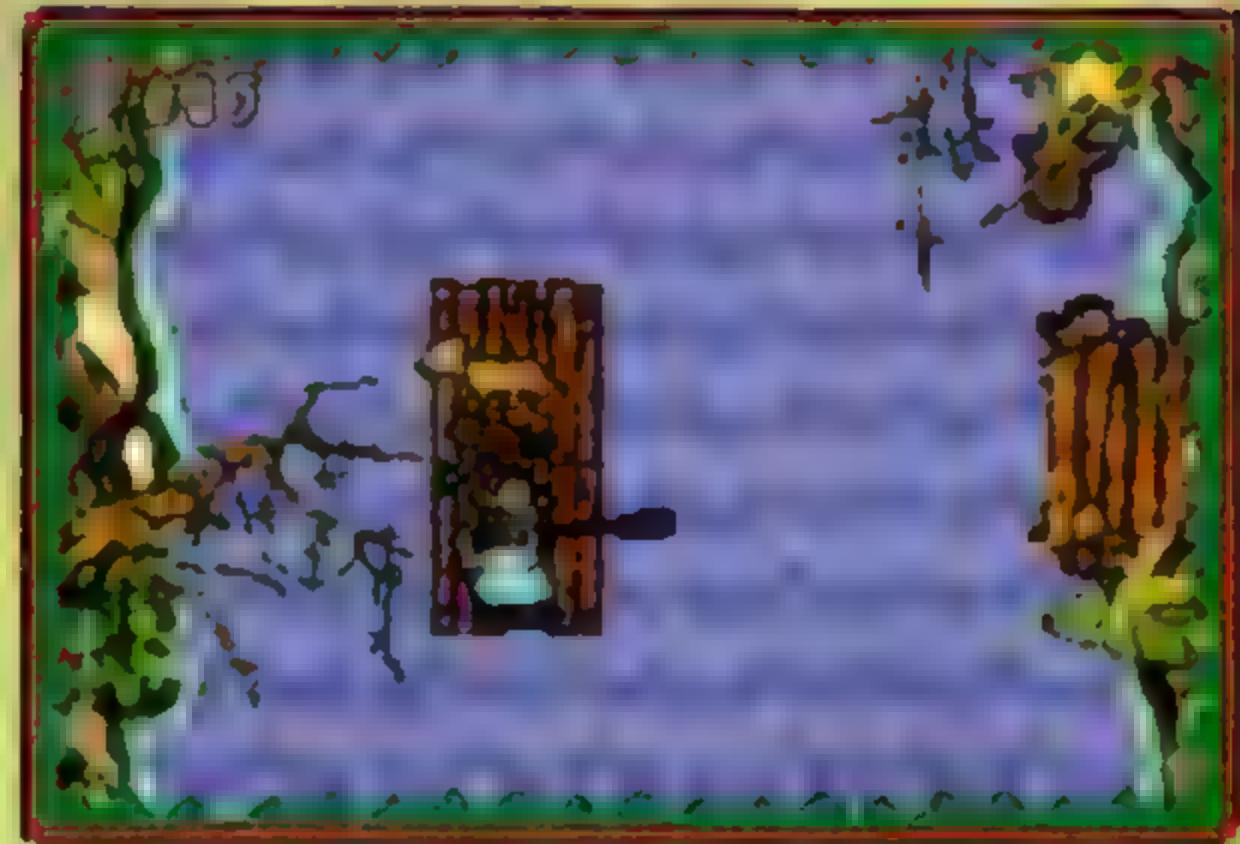
The following powerups can be found on this level:



Speeds up the raft temporarily.

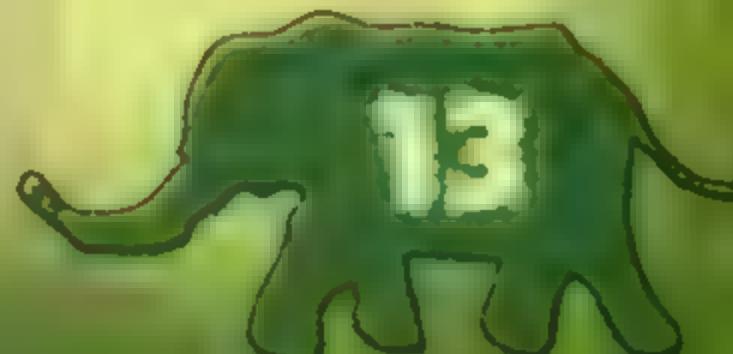


Slows down the animals.



TIP:

The raft can only hold 10 animals, so when it's full, remember to drop them off at the nearest pier.



WELCOME TO AFRICA!

Eliza's Elephant Escapade

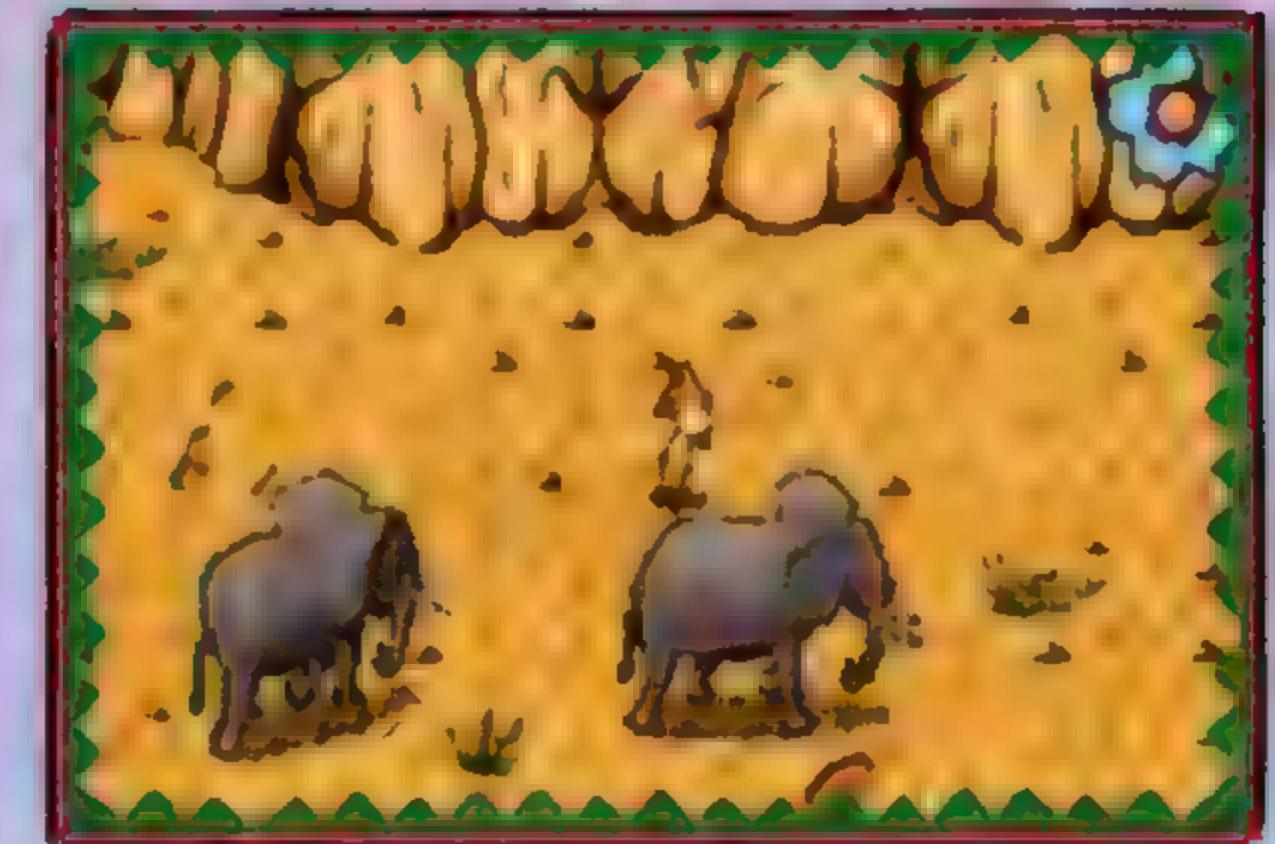
The Poachers have laid a final trap – an electrified fence – to capture the elephants heading towards Tembo Valley. Eliza must race her way through the herd of elephants to find its leader. Only then can she convince the leader to guide the herd to safety and short out the electrical fence, stopping the poachers once and for all.



Speed Eliza up temporarily.



Regain lost health.



TIP:

To short out the electrical fence, Eliza will have to collect all five parts of a medallion.



WELCOME TO AFRICA!

Journey Through the Valley

Eliza is trying to reach the lead elephant through the stampede. The only sure way she can make it through is by jumping across cliffs and the back of other elephants. If she reaches the Lead Elephant in time, she will be able to stop the poachers.

Press the A Button to make Eliza jump.



Increases time.



Restores lost Health.

Solar Showdown

As the Poachers are attempting to make their get-away, Eliza and the Lead Elephant are in pursuit. Their only hope is to grab onto the helicopter with the elephant's mighty trunk.

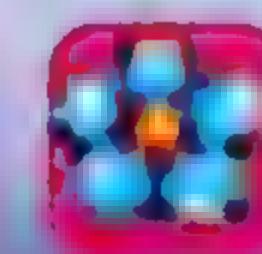
Use the A button to swing the mighty trunk of the elephant.



Temporarily freezes Helicopter.



Increases time.



Restores lost Health.

TIP!

Be sure to jump at the right time. If you miss enough times, you'll have to try all over.

TIP!

Be sure to check for Power-ups



ADVENTURES IN AFRICA (MINI-GAMES)

Filling up their time between adventures, Eliza and her family have amassed quite a number of mini-adventures you can play. Using the Control Pad, run Eliza over to the game you want to play and then press the A Button to start playing!

Donnie Helps Out

Help Donnie guide the baby elephant through a bush maze to find the elephant's family at the other end. The elephant will always move according to the arrows on the ground but a lot of these arrows are mixed up. If he's left on his own, this poor elephant will just end up running in circles!

You will have to get Donnie to run ahead of the elephant and redraw the arrows so that they point in the right direction for the elephant to go.

While holding down the A Button, use the Control Pad to turn the arrow in a new direction.



ADVENTURES IN AFRICA (MINI-GAMES)

Jigsaw Puzzle

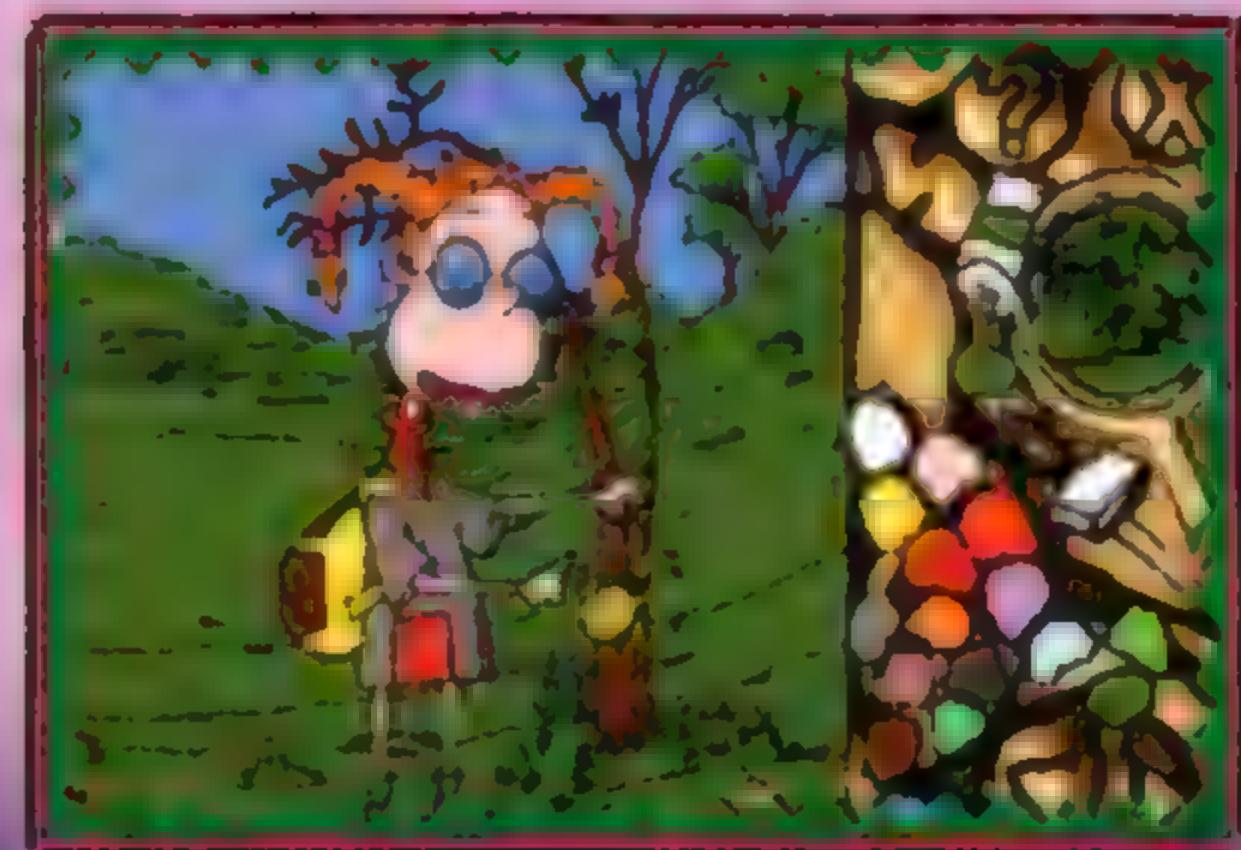
Eliza and her friends have gotten their hands on a jigsaw puzzle! After selecting the picture you want (using the Control Pad), help Eliza find the right puzzle-pieces to reassemble the picture.

The A Button allows you to pick up and drop pieces. The B Button allows you return your puzzle piece to the selection area. Use the Control Pad to move the cursor over the puzzle area. When selecting a puzzle piece, press up and down on the Control Pad to cycle through the list of puzzle pieces you can choose.



Rock Painting

Help Eliza paint the picture so it matches the original painting. Eliza starts this adventure looking at a picture with a paintbrush in hand. Next to her are 16 pools of different colored paints and a large picture.

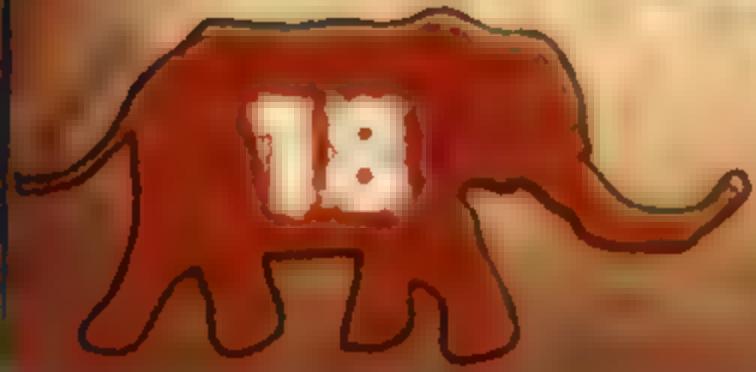


ADVENTURES IN AFRICA (MINI-GAMES)

By pressing the A Button While on top of one of the two arrows at the right-hand bottom of the screen, you can change the picture if you'd like.

Once you've settled on a picture, you can begin painting your image. You do this by taking your paintbrush to a pool of paint and pressing the A Button. Your paintbrush will then be the same color as that pool of paint. You can then use that paintbrush to fill in sections of the picture with color. Press the A Button again to lay down that color in the area the paintbrush is over. If you'd like to see what a correctly colored picture looks like, move the paintbrush up to the "?" and press A Button. The picture will suddenly burst into color but for only a few seconds. Once the color fades away, you can continue painting the picture. If you are finished with the painting, and have painted it correctly, a checkmark will appear on the painting to let you know it has been completed correctly. The "X" mark is to exit out of the level at any time.

There's also an eraser if you ever want to erase any paint. The B Button will allow you to pick up paint from anywhere on the screen.



ADVENTURES IN AFRICA (MINI-GAMES)

Swimming with the Dolphins

Eliza has decided to race with the dolphins and catch some pretty starfish! Help her catch as many starfish as she can.

TIP!

Look out for the shark! If he touches you, you'll automatically swim away from him and up to the surface.

Sliding Tiles

Eliza is having fun putting a mixed-up tile puzzle back together. There are three different levels you can choose, but you may only choose the harder levels once you've mastered the easier ones first. You can select the 'level' of picture by moving Eliza's hand over to the green stones on the left. When you're done choosing a picture, move the hand over the flag on the right side of the screen and press the A Button to shuffle the puzzle. You can move the sliding tiles by moving Eliza's hand on top of a tile and pressing the A Button. This will slide appropriate tiles that are near the free space on the tile board.



ADVENTURES IN AFRICA (MINI-GAMES)

Car Race

Race the Commvee against the poachers' car to reach the finish line. This game is a card based game and you move the Commvee by selecting one of six cards in the field below. Of the cards shown, there are three different types of cards. These are:

Distance Cards: These numbered cards indicate the amount of miles your vehicle will travel.

Damage Cards: These cards can be used to cause car damage to your opponent. There are four types of damage cards: the Flat Tire, Overheating, Blown Engine, and the Empty Gas Tank. If you receive an Overheating Card, you lose a turn.

Repair Cards: These are used whenever your car gets damaged. They are the Wrench (when you've got a Blown Engine.), the Tire (which fixes a Flat Tire), and the Refill (which takes care of an Empty Gas Tank). If you receive an Overheating Card, you lose a turn. There is no Repair Card for this.



ADVENTURES IN AFRICA (MINI-GAMES)

Use the Control Pad to move between cards and the A Button to select the card you want to play.

Once you have selected a card, your opponent will then select a card as well. Selected cards will then be replaced with a new card for the next round. This continues until someone reaches the goal of 500 miles.

TIP:

Players must complete exactly 500 miles and not go over in order to win.



PLAYING WITH OTHERS (MULTI-PLAYER GAMES)

If you have a Game Boy® Advance Game Link® cable, you can use the Multi-player game to play The Wild Thornberrys Movie with your friends! Here are the games you can play against other competitors:

Zebra Race

You and your friends (up to 4 players) are racing zebras down in the canyons. Go ahead and try and get to the finish line before your friends.



Labyrinth

You and your friends are wandering a maze together. As you move, collect the medallion pieces and get to the Shaman Mnyambo first to win. Press the A Button to plant quick growing bushes to block your opponent.



PLAYING WITH OTHERS (MULTI-PLAYER GAMES)

Crab Racing

You and your friends have decided to race crabs down by the beach. The only problem is the silly things keep getting lost or falling into crevasses. To help the crabs out, you must use stones to help the crabs around the obstacles and to the ocean. The first crab that makes it to the water wins. The A Button is used to pick up stones. The B Button is used to drop stones.

TIP!

Arrows set on the stones will show you which way the crab will travel after it hits the rock.



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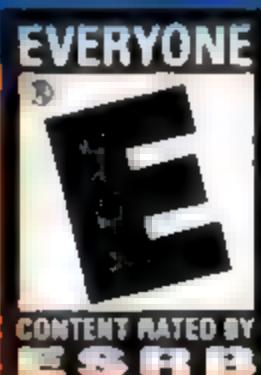
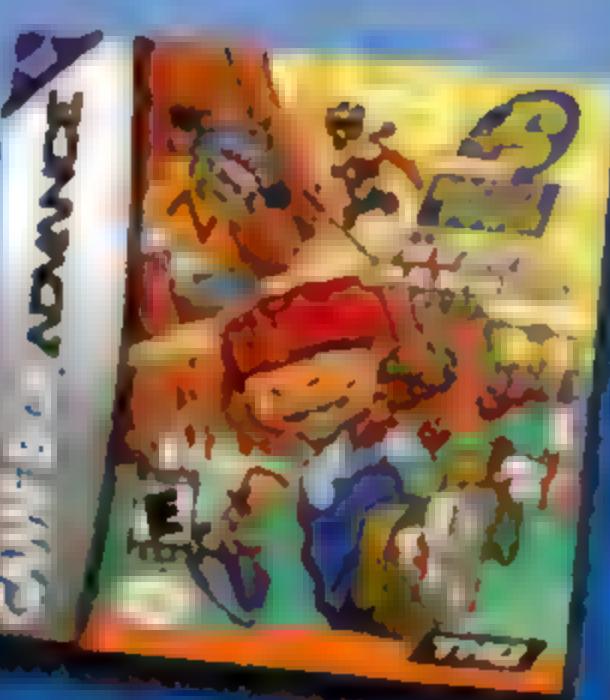
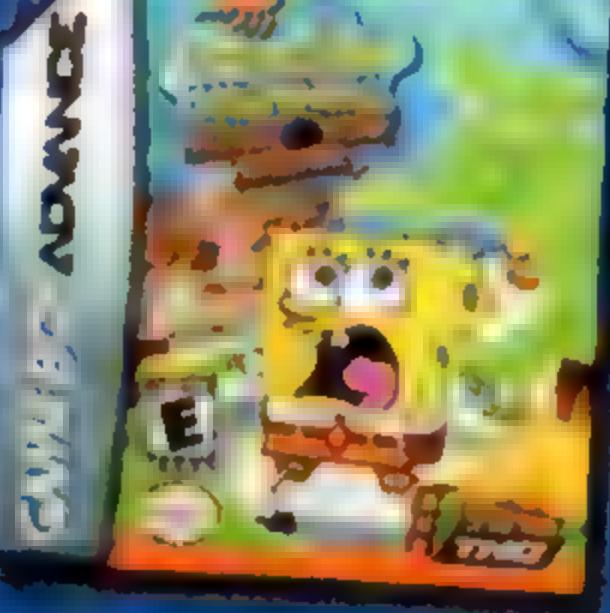
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4. After you're registered, locate the 16 digit alpha-numeric code located on the THQ/Nick Prize Points card inside the video game box. Follow the instructions to enter this code in the space provided on the website.
5. Next, locate the 6 digit game number (located at the bottom of the next page) and enter it in the appropriate area on the website.
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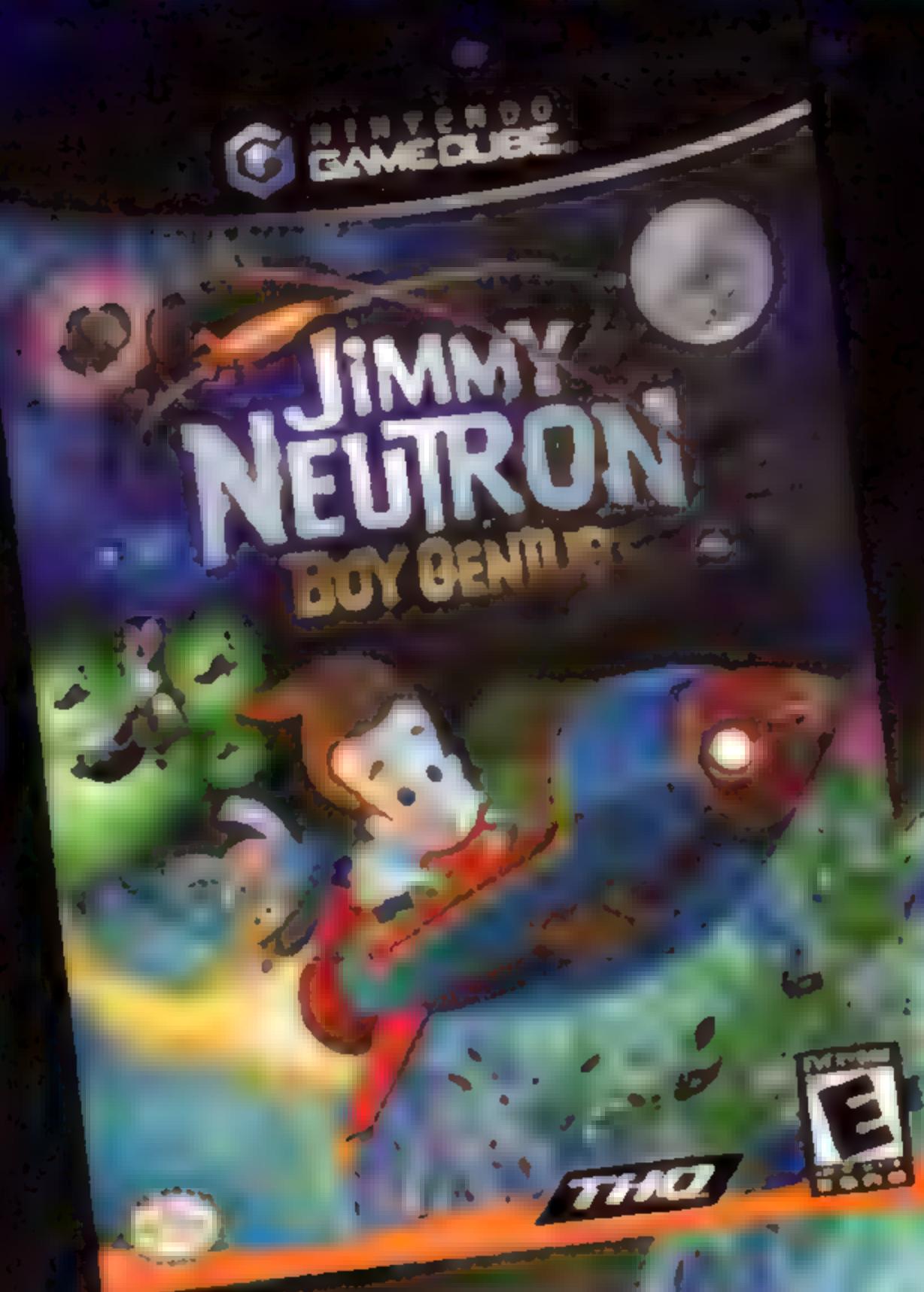
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EVERYONE



Comic Mischief

SpongeBob SquarePants Ringling Adventure



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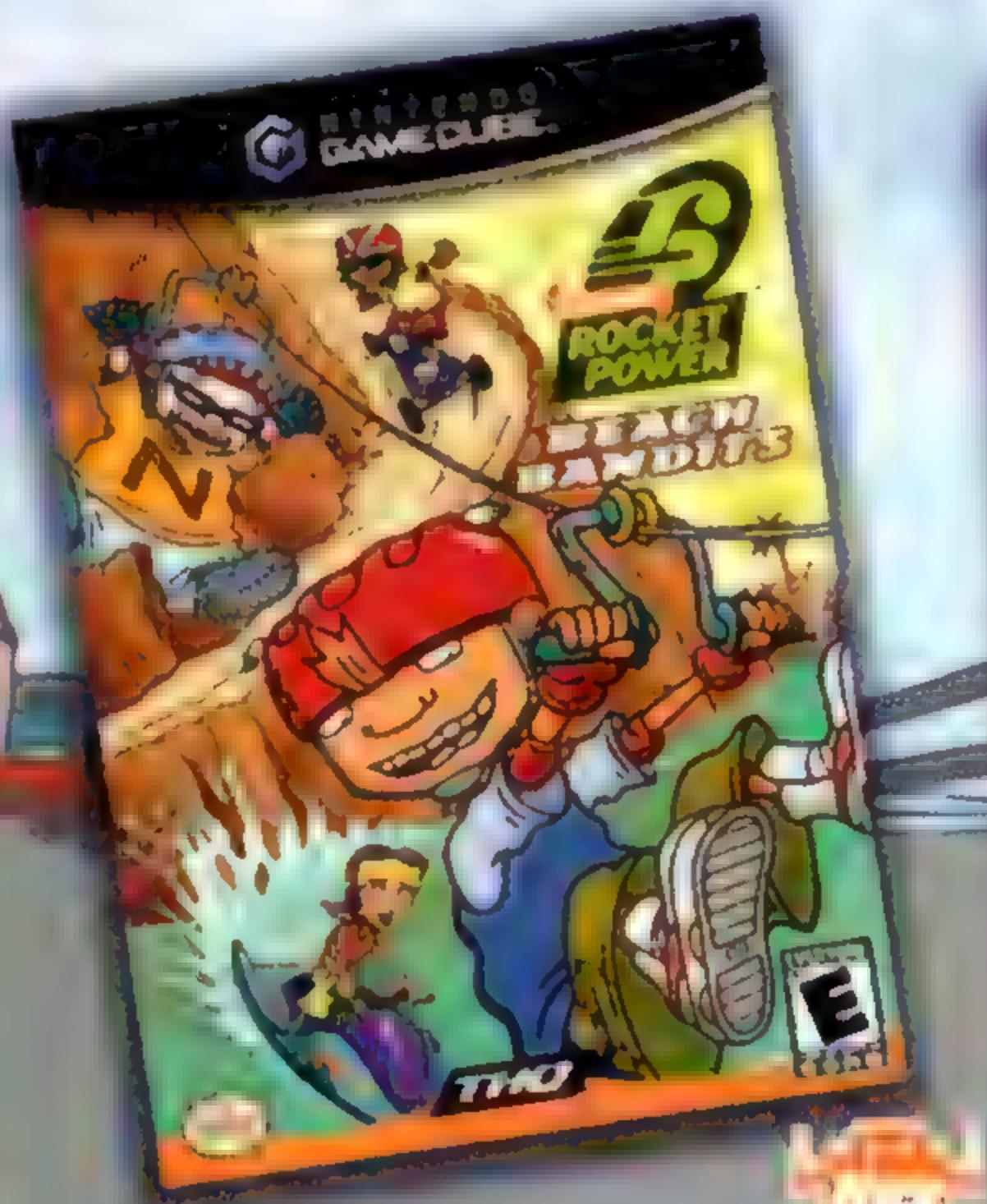


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